Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A method of providing a variable period of play on ~~playing~~ a gaming device, comprising ~~the steps of~~:

receiving, at the gaming device, a single wager, ~~initiating a variable period of play for a game operating on the gaming device~~wherein the single wager provides a player a plurality of plays of a single game;

displaying a plurality of parameters related to ~~said~~the game;

~~interacting with a player of said game through data selectively entered by the player;~~

receiving at the gaming device, a plurality of player initiated actions;

~~providing a storage means that is adapted to store~~storing information related to ~~said~~the game;

displaying, ~~at predetermined~~ in response to at least one player initiated action, at least one of (i) a game-terminating symbol, and (ii) a game-extension symbol, wherein the game-terminating symbol decreases the number of the plurality plays allotted to the player and the game-extension symbol increases the number of the plurality plays allotted the player;~~times at least one game-terminating symbol;~~

maintaining a count of the game-terminating symbols and the game-extension symbols in relation to the number of the plurality of plays;

determining an outcome of ~~said game~~each play based on the information ~~stored in said storage means of said gaming device~~;

displaying game results ~~periodically~~based on the outcome of each play; and

ending ~~said~~the variable period of play when ~~a predetermined~~ the number of game-terminating symbols displayed brings the count to zero~~occur~~.

2. (Currently Amended)   The method of claim 1, wherein the occurrence of ~~said~~the game-terminating symbol is random.

3. (Currently Amended)   The method of claim [[1]] 29, wherein the occurrence of ~~said~~the

game-terminating symbol is related to ~~said~~the data selectively entered by the player and ~~said~~the ~~information stored in said storage means~~stored information.

4. (Canceled)

5. (Currently Amended)   The method of claim [[4]]1, wherein ~~said~~the game-terminating symbol is a depiction of an explosive device, and ~~said~~the game-extension symbol is a depiction of a ship, wherein the occurrence of ~~said~~the depiction of a ship counteracts at least one of ~~said~~the depictions of [[an]]the explosive device.

6. (Currently Amended)   The method of claim 1, wherein ~~said~~the game-terminating symbol is in the form of a strike as used in a baseball game, and wherein when a predetermined number of ~~said~~the strikes ~~occurs~~ occur, ~~said~~the variable period of play ends.

7. (Currently Amended)   The method of claim 1, further comprising the step of displaying a simulation related to ~~said~~the game.

8. (Currently Amended)   The method of claim 7, wherein ~~said~~the game-terminating symbol relates to a sport and ~~said~~the simulation relates to ~~said~~the sport.

9. (Currently Amended)   The method of claim 1, ~~further comprising the step of displaying at predetermined times at least one game-extension symbol which extends said variable period of play by counteracting at least one of said game-terminating symbols when said game-extending symbol occurs, and~~ wherein ~~said~~the game-terminating and game-extension symbols relate to the sport of American football, and wherein ~~said~~the game-terminating and game-extension symbols are a depiction selected from the group comprising at least one of a yard number, a number of downs, a touchdown, a fumble, a pass, a hand-off, a punt, a field goal, a run, a block, a kick, and a penalty.

10. (Currently Amended)   The method of claim 7, wherein ~~said~~the simulation is dictated by the depiction of ~~said~~the game-terminating and game-extension symbols.

11. (Currently Amended) A method of providing a session period of play on playing a gaming device, comprising the steps of:

    receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single initiating a session period of play for a game operating on the gaming device;

    displaying a plurality of parameters related to saidthe game;

    interacting with a player of said game from data selectively entered by the player;

    providing a minimum number of game winning opportunities within saidthe session;

    providing an information storage meansstoring information related to the game;

    displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the minimum number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a symbol that is not a game-extension symbol;

    determining an outcome of said predetermined the game based on the stored information stored in said information storage means of said gaming device;

    displaying game results periodically; and

    ending saidthe session period of play when said minimum the number of game winning opportunities expire.

12. (Canceled)

13. (Canceled)

14. (Currently Amended)   The method of claim [[12]]30, wherein an appearance of saidthe at least one game-extensiongame-extension symbol is dictated by saidthe data selectively entered by the player.

15. (Currently Amended)   The method of playing a gaming machine of claim 11, wherein said predetermined the game is a slot machine game, and wherein saidthe minimum number of game winning opportunities is a minimum number of reel spins granted when saidthe session period of play is initiated.

16. (Currently Amended) A method of providing a session period of play on ~~playing~~ a gaming device, comprising ~~the steps of~~:

receiving, at the gaming device, a single wager, wherein the single wager provides a player a session period of play for a single game and guarantees ~~initiating a session period of play, wherein a player is granted~~ a predetermined number of game plays for a first game operating on the gaming device;

displaying a plurality of parameters related to ~~said~~the first game;

interacting with the player to initiate one of ~~said~~the predetermined number of game plays;

displaying at least one of (i) a game-extension symbol, wherein the game-extension symbol increases the minimum number of game winning opportunities each time the game-extension symbol is displayed, and (ii) a ~~displaying at least one~~ special symbol, wherein a characteristic of the special symbol is used ~~during said game plays that are used~~ in a secondary game, and (iii) a symbol that is not a game-extension symbol or a special symbol;

determining an outcome of ~~said~~the first game play;

displaying game results periodically;

ending ~~said~~the session period of play when ~~said predetermined~~the number of game plays expire; and

initiating ~~said~~the secondary game, wherein ~~said~~the ~~at least one~~ special symbol dictates an aspect of ~~said~~the secondary game.

17. (Currently Amended)   The method of claim 16, wherein ~~said~~ the special symbol is a depiction of either an arrow, a shovel, [[or]]and an explosive device.

18. (Currently Amended)   The method of claim 16, wherein ~~said at least one~~ the special symbol is displayed randomly.

19. (Currently Amended)   The method of claim 16, wherein ~~said at least one~~ the special symbol is displayed based upon ~~said~~the outcome of ~~said~~the game play.

20. (Currently Amended)   The method of claim 16, wherein ~~said second~~the secondary game

includes a mining theme, and wherein ~~said special symbols are depictions~~ the special symbol is a depiction of mining tools that allow the player to navigate below a depiction of the surface of the earth to reach prizes.

21. (Currently Amended)   The method of claim 16, wherein ~~said second~~the secondary game is the same game type as ~~said~~the first game, such that ~~said at least one~~the special symbol has the effect of granting an additional number of ~~said~~ game plays.

22. (Currently Amended) A method of ~~playing~~ providing a session period of play on a gaming device, comprising ~~the steps of~~:

  receiving, at the gaming device, a single wager, wherein the single wager provides a player ~~initiating~~ a session period of play for a single game and ~~wherein a player is granted a~~ guarantees a predetermined number of game plays for a game operating on the gaming device;

  displaying a plurality of parameters related to ~~said~~the game;

  receiving at the gaming device a plurality of player initiated actions;

  ~~interacting with the player to initiate one of said predetermined number of game plays;~~

  determining an outcome of ~~said~~the game play;

  classifying ~~said~~the outcome as a win or a loss;

  removing one of ~~said~~the predetermined number of game plays if ~~said~~the outcome is a loss;

  rewarding the player if the outcome is a win, wherein the reward consists of maintaining the predetermined number of game plays, and either (i) extending the session period of play by increasing the number of predetermined number of game plays, and (ii) giving the player a payout, wherein the payout amount is calculated based on ~~providing~~ a pay table, ~~which along with~~ and the player's wager, ~~dictates the possible reward for said outcome of a win~~;

  ~~rewarding the player said possible reward if said outcome is a win, while maintaining said predetermine number of game plays;~~

  ~~removing one of said at least one predetermined number of game plays if said outcome is a loss;~~

  displaying game results periodically; and

ending the session period of play when ~~said~~the predetermined number of game plays are exhausted ~~or when said session period expires~~.

23. (Currently Amended)   The method of claim 22, further comprising ~~the step of~~ altering ~~said~~the pay table between ~~said~~the predetermined number of game plays.

24. (Currently Amended)   The method of ~~playing a gaming machine of~~ claim 23, wherein the amounts on ~~said~~the pay table are selectively increased upon ~~said~~the outcome of a win, and wherein the amounts on ~~said~~the pay table are decreased upon ~~said~~the outcome of a loss.

25. (Currently Amended)   [[A]]The method of ~~playing a gaming machine of~~ claim 23, wherein ~~said~~the pay table is altered randomly.

26. (Currently Amended)   The method of claim 23, wherein ~~said~~the pay table is affected by an event within the game.

27. (Currently Amended)   The method of claim 26, wherein ~~said~~the event within the game includes at least one of a player interaction, an addition of money or credit, an attainment of predetermined game symbols, and an attainment of a predetermined game outcome.

28. (New) The method of claim 1, wherein the game-extension symbol and the game-termination symbol are displayed simultaneously.

29. (New) The method of claim 1, further comprising interacting with a player of said game through data selectively entered by the player.

30. (New) The method of claim 11, further comprising interacting with a player of said game from data selectively entered by the player.